

Abstract of the Disclosure

An interactive wagering system is provided that supports multiple user displays. A user may watch video using a first display while synchronized content such as interactive wagering opportunities are provided on a second display. The first display may be a television connected to a set-top box or other suitable equipment. The second display may be part of a personal computer, a cellular telephone with a display, a handheld computer, or other suitable device. The first and second displays may be synchronized using direct or indirect links. A server at a cable system headend or other location may be used to display content on the second display that is synchronized with the content displayed on the first display.